Timekeeper’s Guide

2023 CRC game times

U16AA and U19AA games:

- Warmup (begins when officials enter ice area): 3 minutes
- 4 periods: 10 minutes each
- Break between all periods: 2 minutes

NRL games:

- Warmup (begins when officials enter ice area): 5 minutes
- 4 periods: 13 minutes each
- Break after period 1: 2 minutes
- Intermission after period 2: 10-15 minutes (to be determined each day)
- Break after period 3: 2 minutes

Goal spread

7 goals is the maximum goal spread for U16 and U19 on the scoreboard. Enter the full score for NRL on the scoreboard.



Setting the clock (warmup or game time)

1. Press **Game Time** (red button)
2. Enter the time. For example, for 13 minutes: Press 1-3-Enter-0-0-Enter (blue pad)
    - The screen should show: 13:00:00
    - The clock should show: 13:00

DO NOT use Game Time for intermission. See "Setting and running intermission time," below.

Running the clock

- Pay attention to the whistles
- Press **Run** (green circle button) to start the clock
    - Check the screen or clock to confirm it's counting down
- Press **Stop** (red circle button) to stop the clock
    - Check the screen or clock to confirm it's stopped

Setting and running intermission time

1. Press **Int Mode** (red button)
2. Enter the time. For example, for 2 minutes: Press 2-Enter-Enter (blue pad)
    - The screen should show: INT MODE 2:00 above Home Penalty
    - The clock should show: 2:00
3. Press **Run**
    - In Int Mode, the clock will count down and penalties will not count down
    - If you use Game Time for the intermission, penalties will count down, and then will have to be re-entered (major problem)
4. When the clock has run to zero, press **Int Mode** to go to the game clock.
    - If an official has asked you to end intermission early, stop the clock (**STOP**), then press **Int Mode** to go to the game clock.

Setting the period

1. Press **Period** (green button)
2. Press the correct period number on the blue pad, then **Enter**.
    - For example, for period 2: Press 2-Enter

Entering a goal

1. Make sure you know which team is Home and which team is Guest/Visitor
2. Press **Home Score +1** (purple) or **Guest Score +1** (yellow) to add one goal
3. Check the screen and the clock for the correct score

Resetting or correcting the score

- To reset to 0, press **Home Score** or **Guest Score**, then **0**, then **Enter**
- To change the score, press **Home Score** or **Guest Score**, then the total number of goals the team has, then **Enter**

Entering a penalty

1. Make sure you know which team is getting the penalty.
2. Press **Home Pen** (purple) or **Guest Pen** (yellow).
3. Enter the player's number. For example: 33-Enter
4. Enter the penalty time. For example, for 2 minutes: Press 2-Enter-Enter
    - The screen should show: 33 2:00
    - The clock should show: 2:00 on the correct side

If one player has 2 minor penalties at the same time, enter 4 minutes.

If a team has 3 or more penalties, be sure to enter ALL penalties on the clock. (DO NOT wait to enter the third+ penalty.)

Clearing a penalty

1. Make sure you know which team's penalty is over
2. Press **Home Pen** (purple) or **Guest Pen** (yellow) *multiple times* *until the player being released is highlighted*
    - For example, if Team A is serving two penalties:
        - The first player's penalty was fully-served (major or unsportsmanlike)
        - The second player's penalty was minor
        - And Team B scored a power-play goal
    - You need to keep pressing the button until the second player (minor penalty) is highlighted
3. Once the correct player is highlighted, press **Clear** (bottom left blue button)
    - Check the screen and the clock to confirm it's correct

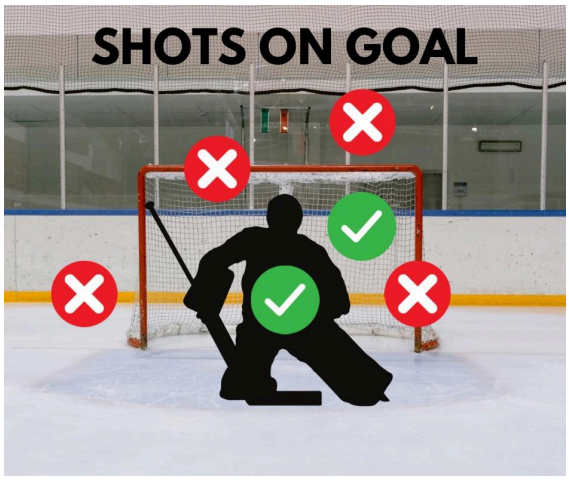
Helping the scorekeeper

- Always say the time out loud when a goal is scored and when a penalty is called
    - You may need to repeat the time if the scorekeeper has been busy
- Repeat out loud the player numbers the official reported for goals and assists
- Help identify and say out loud the goal type, such as:
    - Even strength
    - Power play
    - Short handed

Entering shots on goal

On the clock, you are entering shots on goal for each TEAM (the shooting team). *This is the opposite of how it is entered on the paper game report (shots-on-goal is a goalie stat on the game report).*

1. Press **Home Shots +1** (purple) or **Guest Shots +1** (yellow) to add one shot
2. Check the screen for the SOG numbers
    - In the example below, you should have 30 for Team Red and 20 for Team Blue





Note: Shots on goal are NOT the same as shots that result in a shot clock reset.

Resetting or correcting shots on goal

- After discussing the number of shots on goal for each team, you can adjust the number
- To reset to 0, press **Home Shots** or **Guest Shots**, then **0**, then **Enter**
- To change the shots, press **Home Shots** or **Guest Shots**, then the total number of shots the team has, then **Enter**